STARTER GUIDE



THE HISTORY OF SR388

THE CHOZO

An ancient race of bird-like humanoids once populated several planets across the galaxy. They were brilliant scholars, incredible warriors, and peaceful above all else. Their pursuit of knowledge led to technological advancements beyond anything in the galaxy today. One of their most significant discoveries was a small, desolate planet labeled SR388, which held a secret: a peculiar parasitic creature called a Metroid.

The Chozo were fascinated, studying the Metroids' energy-sapping abilities and seemingly invulnerable hides. The endless amounts of energy these creatures produced offered incredible scientific possibilities. It wasn't long before the Chozo were harnessing these capabilities, and soon after, SR388 became a flourishing colony.

However, the Chozo were unprepared for the dangers presented by maturing Metroids. The creatures morphed from one stage to the next and multiplied so quickly that all attempts to control them soon collapsed. The Chozo's ambitions rapidly shifted to a struggle for survival.

The Chozo came to an understanding that the Metroids weren't only a threat to the planet, but, in the wrong hands, a potential threat to the entire galaxy. They devised a plan not only to stop the Metroids, but to prevent anyone from using them to their own ends. They flooded sections of the planet with a purple liquid that put native wildlife into stasis, and severely burned any non-native life. The Chozo then placed seals in each major region of SR388's interior. Unlocking a region's seal and draining the purple liquid would require the destruction of every Metroid in that region. So, to venture to the next region, working deeper into the planet, an intruder must destroy every Metroid in the region before. Splitting up the Metroid population this way was the only plan the Chozo could pull off without falling prey to the Metroids themselves.

The events that followed are lost to time. Theories of the Metroids escaping and destroying the Chozo, and murmurs of infighting between the once-peaceful species, can be found throughout history books, but this is little more than speculation. No one knows what became of this brilliant race—not even the small pockets of Chozo still living today.

FAST-FORWARD TO THE YEAR 20X5

The Chozo's security system was partly effective. It kept most of the Metroids in stasis deep within the planet, but some Metroid larvae—their most familiar bulbous form—escaped to the planet's surface, where a group of researchers captured them. The findings matched those of the Chozo: the Metroids had incredible potential if studied and utilized properly, but were also a danger in the wrong hands.

A group of guerilla fighters known as the Space Pirates made a name for themselves in the earliest days of the Galactic Federation—the galaxy's governing body, made up of the leaders of many planets—by striking frigates, taking cargo, then disappearing without a trace. Over time, the Space Pirates grew in numbers, their attacks more fearsome, until they became known more for invading and claiming planets, then enslaving the inhabitants. It was this group that heard rumors of a deadly parasite in the hands of researchers on the fringes of the galaxy.

The Space Pirates wasted no time. They'd attacked Galactic Federation ships full of trained personnel; a research station housing civilian scientists was hardly a challenge. With little effort, the Space Pirates came into possession of one of the galaxy's greatest dangers: the Metroids.

The surviving researchers relayed the news to the Galactic Federation, along with some disturbing details: they'd found a way to multiply the parasites with beta rays, which the Space Pirates learned about. The Galactic Federation rallied their forces and scoured the galaxy for the Space Pirate base, hidden on the remote planet of Zebes. They launched an assault, but the Space Pirate numbers had swelled to such an extent and their fortifications on Zebes were so defensible that the once-mighty Federation had to retreat from battle.

Out of options, the Galactic Federation decided to send in one mysterious Space Hunter, clad in red and yellow armor, who went by the name Samus Aran. Samus was so secretive that most weren't even sure if the hunter was a man or a woman. A lone wolf, Samus had proven herself through the solo completion of several missions thought impossible, which earned her a reputation for pulling victory out of the direst circumstances. Samus took the job with little hesitation; she had lost her parents as a child to an attack on her home planet K-2L by the very Space Pirates who were now threatening the galaxy. Whether driven by duty, revenge, or the desire to maintain her reputation as the best of the Space Hunters, Samus headed for Zebes.

Once there, Samus infiltrated the planet. Upon reaching the guts of the Space Pirate base, she found the second-in-command, the pterodactyl-like Proteus Ridley, the one who had personally taken Samus' parents from her. For Samus, Proteus Ridley wasn't just a roadblock keeping her from completing her mission; this fight was personal.

After a fierce battle, Samus claimed victory, but the fight was far from over. The mechanized nerve center of the base, known as Mother Brain, was still running the Space Pirate and Metroid-cloning operations. For the galaxy to be made safe, Mother Brain had to be destroyed.

As Samus made her way across Zebes toward Mother Brain, the Metroids were cloned and released into the Space Pirate base to stop her. Defeating them seemed impossible—every attack simply bounced off them—but Samus' cool head and quick thinking led her to discover the Metroids' weakness: the freezing temperatures produced by an Ice Beam.

What set Samus apart from other Space Hunters was not only her combat prowess and adaptability, but also her Chozo-made Power Suit, which allowed her to rise above normal human limitations. After Proteus Ridley attacked her planet, she was adopted by a small Chozo clan on Zebes. The few remaining Chozo were a far cry from the incredible empire they'd once been, but they carried with them some of the secrets of their ancient ancestors. The Power Suit numbered among these, along with its capability for modular upgrades, among which was the Ice Beam. While the Space Pirates were out pillaging and plundering, they had inadvertently created their own greatest enemy: Samus Aran. Now, decades later, she was not only destroying the Space Pirate generals and their main base of operations, but she was capable of destroying their greatest weapon, a feat considered impossible by those who had come into contact with the Metroids.

Samus eventually reached Mother Brain's chamber, and the final battle ensued. Pushing her abilities and resources to their limits, Samus persevered until she came face-to-face with Mother Brain. Then and there, Samus dealt the final blow to the Space Pirate leader, ending the conflict that had kept the galaxy's fate teetering on a knife-edge.

SAMUS RETURNS

The fight on Zebes took Samus' reputation from capable Space Hunter to legendary hero. Unfortunately, the schemes of the Space Pirates and Proteus Ridley didn't end there, and the Metroids reappeared to pose a threat time and time again. Always, Samus was the one called on to put an end to them. The last time Proteus Ridley was seen, he was defeated once and for all, and the Space Pirate scourge was considered destroyed—or, at the very least, incapacitated.

Even with the Space Pirates out of commission, their large-scale attacks and constant abuse of the Metroids led the Galactic Federation to deem the Metroids too big a threat to be left alive. The decision was unanimous: the Metroids had to be eradicated. A group of researchers was sent to investigate the planet SR388, but communication was lost soon after. A search-and-rescue party of Galactic Federation Police followed, but they too went missing.

Then the Galactic Federation did what by then had become natural: they called on Samus Aran. Knowing firsthand what the Metroids were capable of and how to defeat them, Samus took the job and flew directly to SR388.

This is where our story, *Metroid: Samus Returns*, begins...

HOW TO PLAY

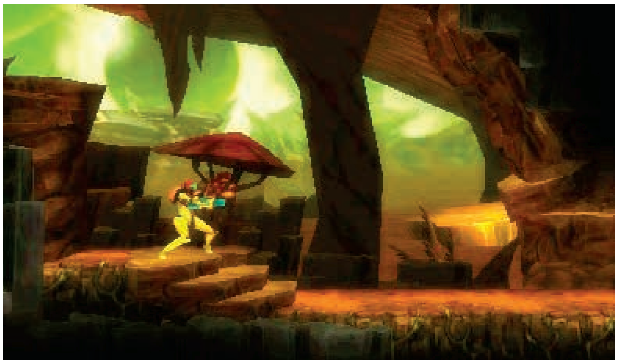
All bounty hunters had to get their start somewhere, and Samus is no exception. This chapter covers explanations of basic movement, combat mechanics, advanced techniques, and the functionality of the touchscreen. Get the full rundown on stepping into the combat-ready boots of Space Hunter Samus Aran!

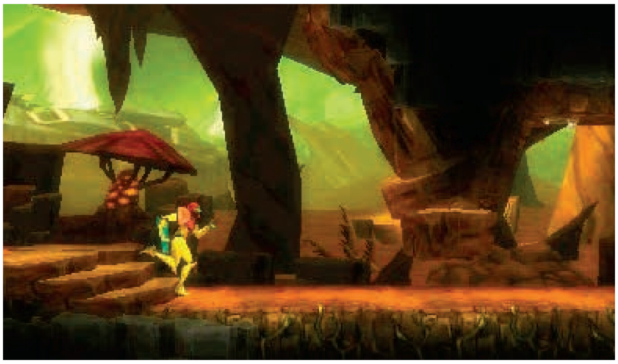
BASICS

MOVEMENT

The basics of the basics. In order to run, you've got to walk. In order to walk, you've got to learn how the Circle Pad works.

MOVING





Samus moves left and right almost exclusively, not including jumps and use of Power Suit upgrades. Holding Left on the Circle Pad moves Samus to the left, while holding Right on the Circle Pad moves her to the right. She doesn't walk, so expect the same movement speed for the entire game.

JUMPING

Jumping in *Metroid: Samus Returns* is just as vital as regular movement. Plenty of tall corridors filled with platforms and handholds are only accessible via jumping. Jumping over enemies and their attacks is also useful.





There are two types of jumps when you start the game: Standing Jumps and Spin Jumps. Perform Standing Jump by pressing the Jump button without holding the Circle Pad left or right. You have limited movement in the air, but more control over the trajectory of your jump.





In contrast, to perform a Spin Jump, press the Jump button while holding the Circle Pad left or right. Samus begins spinning in the air. The action is a bit unwieldy, but it's the only way to move significantly left and right in the air. Firing your weapon forces you into a Standing Jump position, which doesn't have much effect early in the game, but it becomes important later on, so keep it in mind.

FREE AIM



Hold Up, Left, or Right to aim in that direction. For times when more precision is required, use the Free Aim mechanic by pressing the **L** button. When you hold **L**, Samus enters an aiming stance, which lets you aim in a full 360-degree motion. This is useful during Metroid fights and for enemies you want to keep your distance from while retaining the ability to fight.

COMBAT

So now you've got the basic movements down, but Samus' mission requires more. Next you must learn how to use the weapons available in your arsenal.

SWITCHING WEAPONS



To switch weapons, press one of the icons on the right side of the bottom screen. There is no limit to how frequently you can switch weapons, so flip on the fly if a situation demands it—there are plenty of situations that do.

USING MISSILES

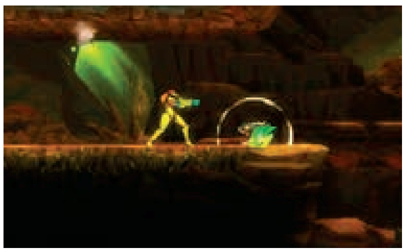
To fire a missile, hold **R**, then press the Attack button. You can also fire missiles while Free Aiming. Hold down the **L** and **R** buttons, then aim and fire!

SWITCHING SECONDARY WEAPONS



Switching secondary weapons works the same way as switching your primary weapon, with one caveat. To display your secondary weapons on the bottom screen, you must hold **R**. From there, click the one you want and you're good to go. Once you pick a secondary, you can use it in the same way you fire missiles.

MELEE COUNTERS



The Melee Counter mechanic is one of the most useful in the game. Whenever you see white rings flash around an enemy's mouth and hear a clicking sound, hit the **Y** button to perform a Melee Counter. This temporarily stuns the enemy. After successfully performing a Melee Counter, DON'T MOVE! If you press Fire immediately following the Melee Counter, Samus shoots at the enemy automatically and deals extra damage. If you move, the enemy remains stunned but doesn't take the bonus damage, and you have to aim manually.

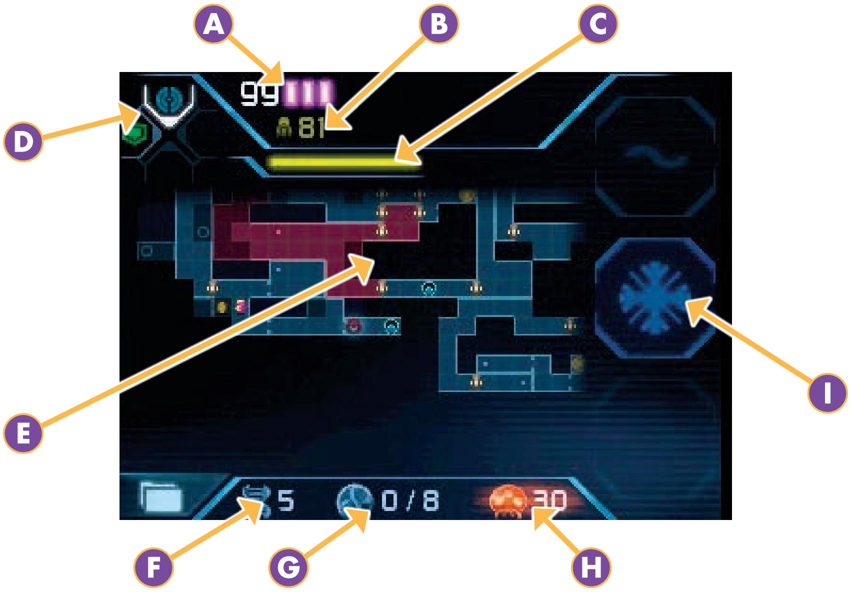
CHARGE BEAM



The Charge Beam is a Power Suit upgrade Samus picks up during her mission. A weapon upgrade rather than a whole new weapon, it allows you to charge up your primary beam weapon and the Ice Beam to deal more damage and release a bigger projectile. Hold the Attack button to charge up the shot; release the button to fire it.

THE TOUCHSCREEN

The bottom screen contains all sorts of useful information and features vital to your success. Read on to learn what it does and how to use it.



A ENERGY (HEALTH)

The purple bars at the top of your bottom screen represent Samus' health. As you accumulate Energy Tanks, the number of bars increases. Keep in mind that Energy Points never exceed 99, but this number should not be read as your total health. When those 99 points drain, one of the Energy Tanks drains, and health jumps back to 99. When viewing your health, think of it as 99 plus the total number of purple bars that are still full. This gives you an idea of exactly how much health you have left. If all of your tanks empty and your health hits zero, it's Game Over.

B AMMUNITION

The gold number below Samus' Energy Points represents how much ammo you have for each of your secondary weapons. If that number is reduced to zero, you lose the ability to use the corresponding secondary weapon until you pick up more ammunition, either dropped by enemies or obtained from an Ammo Recharge Station.

C AEION ENERGY

The yellow bar below Samus' Energy Points and ammunition total is her Aeion Energy bar. Aeion Energy is expended every time you employ an Aeion Ability such as Scan Pulse. When the bar empties, you can't use Aeion Abilities until you refill the bar at least partway. Do this by grabbing yellow orbs dropped by enemies, or by retrieving Big Aeion Orbs, which are displayed on your in-game map as yellow circles, and marked as B on our guide maps.

D AEION ABILITIES

The top-left corner of the bottom screen displays all of your currently held Aeion Abilities. Press the +Control Pad in the direction of one of the Aeion Ability icons to select it. From there, activate it as normal and you're good to go.

E MAP

The bottom screen's primary job is to display your map. Item tank locations are marked with circle icons. Uncovered item tanks appear as specific item icons, revealing their identities. If you collect an item tank, its location is marked with a dot on the map.

F CURRENTLY HELD DNA

The DNA icon on the bottom middle of the bottom screen shows how many Metroid DNA strands you've acquired.

G REQUIRED DNA

The icon to the right of the DNA icon is the Required DNA icon. This is the number of DNA strands you need to obtain in this area, but can also be viewed as the number of DNA strands required for the most recent Chozo Seal you interacted with.

H METROID RADAR

The Metroid icon on the right side of the bottom-middle panel is your Metroid Radar. It displays the total remaining Metroids on the planet and signals if one is near. If that icon begins flashing, a Metroid is close by.

I WEAPON SELECT

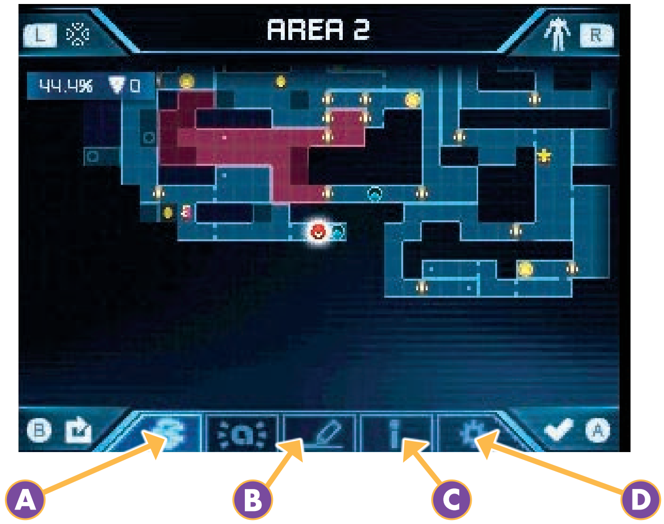
The three icons on the right of the bottom screen are the primary weapon options you currently possess. Tap one to select it as your primary weapon.

PAUSE MENU

Pressing the Start button pauses the game and offers you more bottom-screen functionality. Read on to learn about these additional features.

MAP

While the game is paused, use the stylus to scroll around the map and see a fuller picture.



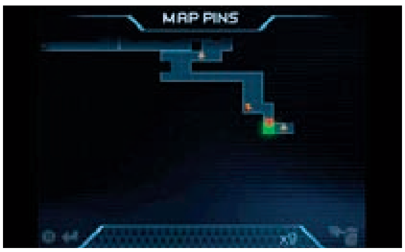
A MAP OF SR388

Click the jagged-shape icon on the left side of the bottom-middle panel to be taken to all the areas you've visited on SR388 so far. A displayed percentage marks how many item tanks you've collected in that area.



B MAP PINS

If something in an area grabs your attention, pause the game, hit the pencil icon on the bottom of the bottom screen, then drag one of the multi-colored pins to that location as a reminder for later.



C MAP ICONS

If you ever find yourself looking at an icon on the in-game map and wondering what it is, click the "i" icon on the bottom of the bottom screen to view a legend of every icon you've encountered up to that point.



D SETTINGS

Click the gear on the bottom of the bottom screen to access the game's Options menu. You can adjust all sorts of settings for the game from this menu.

AEION ABILITIES

Press the **L** button from the Pause screen to access the Aeion Abilities screen. Here, all your current Aeion Abilities are detailed, explained, and selectable. If your memory is a little fuzzy on how a specific ability works, you can always come back here and read the description for a refresher.



SAMUS' GEAR

Press **R** while the game is paused to reach a screen detailing all of Samus' current gear. Scroll through each item for a short but detailed summary of what each piece of equipment does and how to use it.



ADVANCED TECHNIQUES

There are a few techniques in *Metroid: Samus Returns* that aren't required, but knowing how to use them allows you to explore with greater ease and reach item tanks early. Read on to learn more about them.

WALL-JUMPING

Perform a Spin Jump toward a wall, then push the Circle Pad in the direction opposite the wall while pressing the Jump button at the same time. This causes Samus to push off the wall for a small boost—a technique called wall-jumping. You can continuously perform this technique, so long as there are two walls in close proximity, allowing Samus to bounce up them with ease.



BOMB-JUMPING



Plant a Bomb beneath Samus while she's in Morph Ball form. This causes her to be boosted into the air a slight way upon the Bomb's explosion. Plant a Bomb at a rate of approximately every one and a half seconds, without moving Samus left or right, so that the Bombs slowly boost Samus into the air. If your timing is on point, Samus can go as high as the room, or your ability to keep planting Bombs rhythmically, allows.

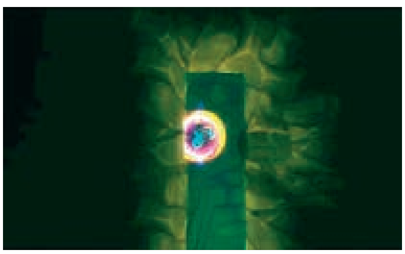
ICE BEAM PLATFORMS

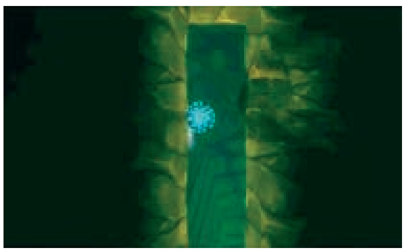
Charge up and fire an Ice Beam shot to freeze an enemy solid. While frozen, the enemy can be jumped on and used as a makeshift platform. Use these platforms to reach places previously unattainable. There aren't a ton of opportunities to employ this trick effectively, but keep it in mind for when those rare opportunities occur.



MIDAIR SPIDER BALL

This is one of the trickier techniques in the game, but it's also one of the more useful. While Space Jumping near a wall, quickly double-tap Down on the Circle Pad to roll Samus into her Morph Ball. Immediately hold the Circle Pad toward the wall while pressing the **L** button to Spider Ball onto the wall before hitting the ground. It's a tough combination of buttons that takes some practice, but it's handy for cutting down climb time when trying to reach a Morph Ball passage, a Bomb Block, or anything the Space Jump can't get you to.





SURFACE

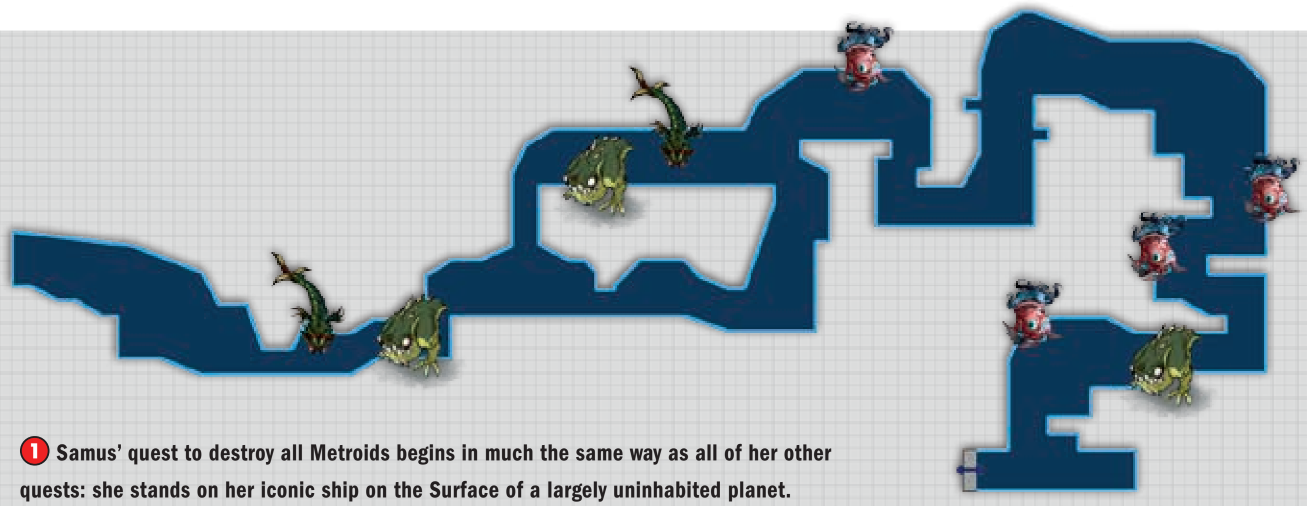




	INACTIVE DOOR		SAVE STATION
	BEAM DOOR		TELEPORT STATION
	CHARGE DOOR		CHOZO SEAL
	TARAMARGA		AEION ABILITY ARTIFACT
	GIGADORA		ELEVATOR
	GRYNCORE		ENERGY TANK
	RED DOOR		AEION TANK
	GREEN DOOR		MISSILE TANK
	YELLOW DOOR		SUPER MISSILE TANK
A	AMMO RECHARGE STATION		POWER BOMB TANK
E	ENERGY RECHARGE STATION		METROID
B	BIG AEION ORB		ITEM SPHERE

METROID HUSK (ZONE MAPS ONLY)



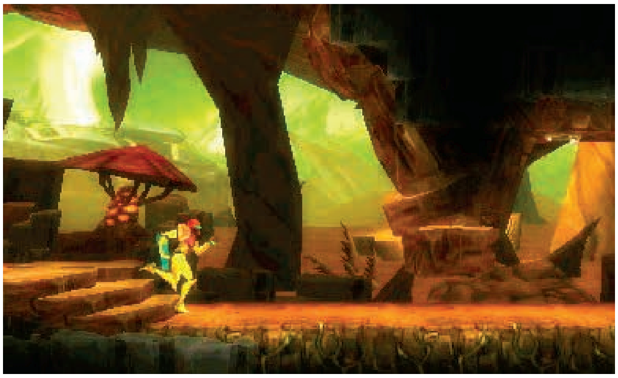


1 **Samus' quest to destroy all Metroids begins in much the same way as all of her other quests: she stands on her iconic ship on the Surface of a largely uninhabited planet.**

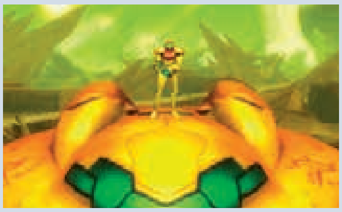


There's not much to do on SR388's Surface—not yet, anyway. Head to the right to come to what looks like an abrupt dead end.

The path ahead is barricaded by Blocks; shoot them with your Power Beam to destroy them and progress forward. Almost every destructible Block type reforms if left alone. If this happens, shoot them again.



THE GUNSHIP

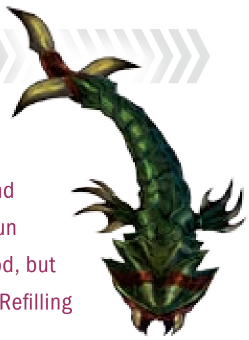


Samus' ship, a highly maneuverable Gunship, is filled to bursting with machinery to help her on her missions across the galaxy. You'll likely never be in this area, but if you find yourself back on the Surface and you're hurting for health and resources, stand on top of the ship's center to save, as well as refill all of your supplies.

SR388'S TERRAIN

Progressing through SR388 is tricky. You run into an overabundance of dead ends and paths that seem like they should continue when you're looking at the map, but they don't. The key is usually to locate destructible Blocks amidst the terrain. Finding your way may involve more than simply shooting a Block; often the Block only breaks when shot by a certain type of weapon. You get plenty of tools to help you identify which Blocks are destructible and which aren't. Remember that if you're stuck, look for a destructible Block.

ROCK ICICLE



These enemies are the lowest life-form on the planet and pose next to no threat to the observant bounty hunter. Often they act less as adversaries and more as sources for health-refilling orbs and ammunition. They spawn ceaselessly from their holes; sit nearby, gun aimed and ready, and fire away as they come out. It's a slow method, but SR388 is a dangerous place, and being low on health is common. Refilling your supplies off these little critters works in a pinch.



Enemies drop purple and yellow orbs when they die. This is true for every enemy in the game, including bosses. The purple orbs refill your health, while the yellow orbs refill your Aeion Energy, which we explain in further detail later. In addition to dropping these orbs, enemies drop ammunition for weapons like your Missile Launcher.

The goal here is to defeat enemies without taking damage. This becomes more of a struggle the deeper you venture into the planet. Being cautious during this mission keeps you alive a lot longer than rushing in. This is a much harder mission than most others Samus has been on.

HORNOAD



The first formidable enemies you encounter are these green, two-legged, armless, hoppy creatures. You can destroy them with regular shots from your Power Beam or missiles, but what really knocks them out is a Melee Counter. There's not much to fear here, but don't take them lightly. As with every creature on this planet, if you let them group up with other creatures, you're in for a rough time.

MELEE COUNTERS





Almost every enemy on and in this planet (including bosses) has a counterable attack. Whenever you hear a clicking sound, followed by white rings surrounding the enemy or one of its body parts, hit the **X** button to perform a Melee Counter. Don't touch any other button, except to fire your weapon (missiles are safe). This not only forces the enemy to drop purple and yellow orbs, but also leaves it temporarily vulnerable to attacks. The foe stands still in a daze and takes a ton of extra damage. For most encounters, performing Melee Counters is the quickest path to victory.

2 Shortly after destroying that first set of Blocks, you come to another dead end. This time the Power Beam doesn't work, so try something with more firepower: missiles. A single missile is all it takes to destroy the Blocks ahead.



MISSILES APLENTY

If you've played a *Metroid* title before, your first instinct might be to save missiles and other ammunition. That's not necessary this time around—not for missiles, anyway. Your missile ammunition grows significantly over the course of your mission, so you always have plenty on hand to fire at will.

The only time you need to use them carefully is during boss fights. Most bosses in the game don't take much—if any—damage from the Power Beam, so if you run out of missiles, you're in for a much more grueling fight.

3 At this point, you're prompted in-game to use Free Aim to shoot the Block above you. Destroy it, then jump at the platform it was blocking. Samus grabs on to it automatically. While hanging from the ledge, push Up to climb onto the platform.

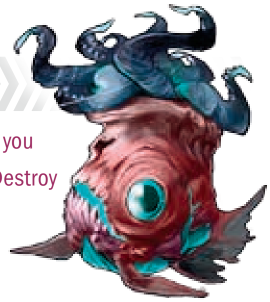






Jump to the platform on the left, then to the upper platform on the right. There's nothing farther down the left path except for a Rock Icicle, so don't worry about exploring.

MOHEEK



These creatures pose little threat if you steer clear. They move slowly and like to stick to ceilings and walls. If you approach them, they lunge forward briefly (which is counterable), then go right back to their leisurely climb. Destroy them if you need resources, or if they're in the way, but ignore them otherwise.

4 Two Missile Blocks barricade climbable ledges. Use Free Aim, fire a missile at the first Block, and then fire a second missile while Free Aiming from the first ledge. Or wall-jump your way up there.

WALL-JUMPING





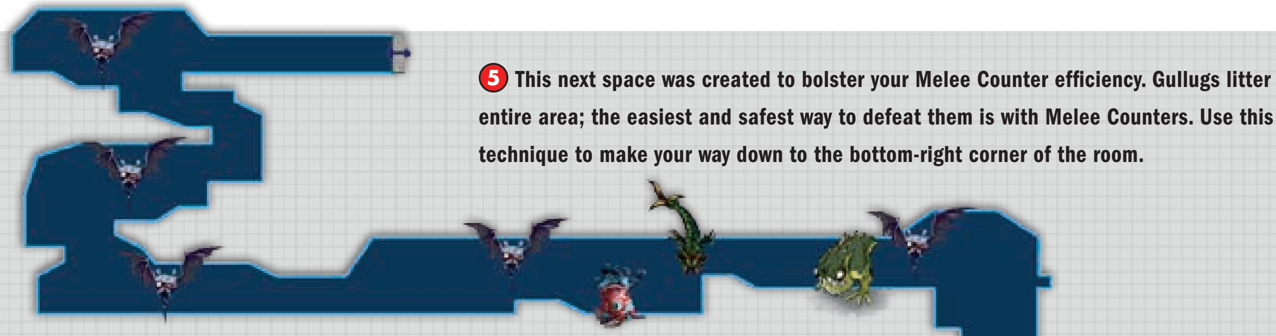


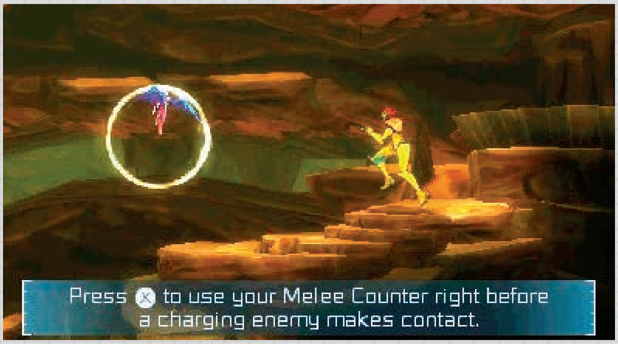
Wall-jumping is a staple of the *Metroid* series, though none of the games require you to use the technique. Wall-jumping allows you to climb certain spaces well before you would reach them when following normal game progression. It provides a faster means of traversing parts of SR388's terrain.

Jump toward a wall from a good distance away to spin while jumping. If you don't start spinning, press the Jump button a second time while in the air. As soon as you brush the wall, press the Circle Pad in the opposite direction while pushing the Jump button at the same time. This takes a bit of practice, but it's worth taking the time to master.

If wall-jumping proves too difficult, use Free Aim and missiles to climb this path. Again, you're never required to wall-jump. We offer a few tips here and there where wall-jumping is particularly useful, but never for the purposes of progressing through the game. For the most part, it's up to you to find surfaces to wall-jump between.

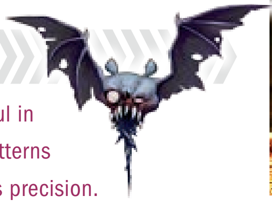
5 This next space was created to bolster your Melee Counter efficiency. Gullugs litter the entire area; the easiest and safest way to defeat them is with Melee Counters. Use this technique to make your way down to the bottom-right corner of the room.





GULLUG



Enemies of the Gullug variety are plentiful in SR388. They're aggressive, their flight patterns are erratic, and countering them requires precision. Trying to defeat them without a Melee Counter is a great way to lose a lot of health. When you see a Gullug, wait patiently for the click and white circle, counter, then press the Fire button. Once it's countered, it goes down in a shot or two, but tread lightly before then.



Follow the hall until it dead-ends in a pit. Free Aim and shoot the Blocks at the bottom. Head to the bottom-right corner of this corridor to progress.

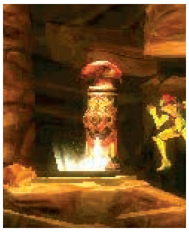
UNSTABLE FOOTING





Adding to the numerous types of destructible Blocks is the Pit Block. True to its name, this type breaks the second you touch it, dumping you into whatever murkiness lies below. It's difficult to tell when you're about to walk onto a Pit Block. As a rule of thumb, if you see a long stretch of narrow platform, jump over as much of it as you can. Otherwise, there's a good chance you'll get spilled into unfriendly depths.

AMMO RECHARGE STATIONS



The Chozo who inhabited this planet long ago set up all sorts of devices that interact with your Power Suit. You can use these devices to refill ammo and health.

Ammo Recharge Stations like this one are few and far between, but vital to surviving this hostile environment. Stand on the lit platform for a second or two to activate it, which allows you to refill all of your missiles.

There are also purple Energy Recharge Stations that refill your health. These are even more vital, so don't be afraid to venture off the beaten path to reach one if you're low on health. It could mean the difference between success and defeat.

6 Continue following the path until you come to a door surrounded by a large red dome. You find a Missile Tank to the left, but it's unreachable at the moment. Fire a missile at the red dome, which disappears and never reappears. Head on through the door.



LEAVING BREAD CRUMBS



During your mission, you run into a slew of upgrades that you don't have the tools to reach right away. Don't fret. Something that's unreachable now eventually becomes reachable at a later point in the game.

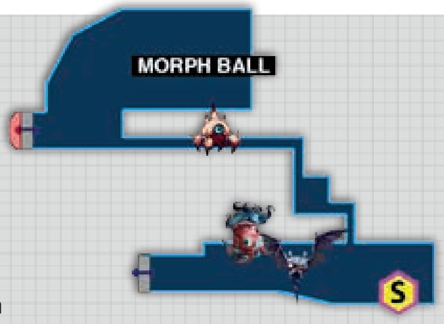
We let you know when an item is attainable. However, if you prefer to experience the joys and challenges of upgrade-hunting for yourself, consider using Map Pins on the in-game map to denote upgrade locations for future reference.

Pause the game, then click on the "i" icon on the bottom of the screen.



Drag any of the five colored pins onto the section of the map you want to mark and let it go. The pin stays fixed on that location until you remove it manually.





7 As soon as you enter the next room, a cutscene plays, revealing a Chozo Statue holding an Item Sphere. Remember this scenery, because it always marks a new item for your arsenal.



Shoot the Item Sphere to reveal the item inside, then run up and touch it to claim it as your own.

The upgrade in question is a *Metroid* staple: the **Morph Ball**. Use it to roll under the Chozo Statue's platform and progress forward. Shoot through a few Blocks and a Gravitt to clear the way, then you're free to roll.

MORPH BALL

The Morph Ball allows Samus to compress her suit into a sphere, giving her access to pathways that would be otherwise inaccessible. While standing, hit Down on the Circle Pad twice to turn into the Morph Ball. To pop back out of Morph Ball form, hit Up.





You can also tap the center of the touchscreen to enter and exit the Morph Ball.

GRAVITT



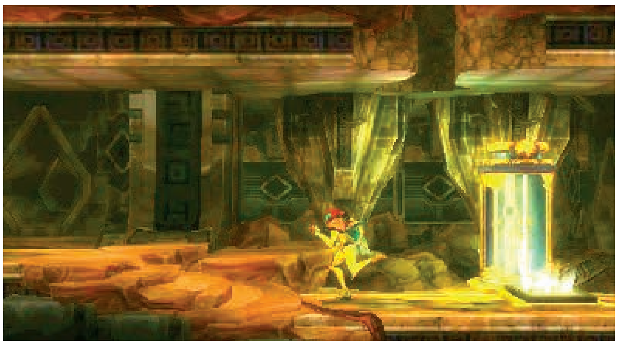
These creatures hide underground and don't pop up unless disturbed. You can see the tips of their rocky shells, which can be shot from a distance to force them out from under the earth. They can't be easily defeated with the Power Beam, but a few well-placed missiles make short work of them. If you allow them to get close, they lunge at you. The lunge isn't particularly fast and is also counterable. All in all, these foes only cause a problem when other enemies are around.

MISSILE TANK M-1

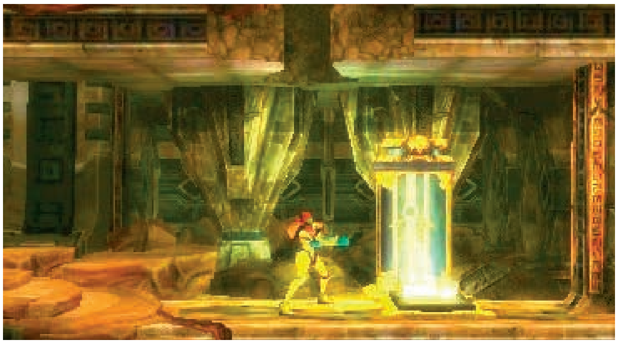


With the Morph Ball in your possession, head back to the Missile Tank just outside this room. Use the Morph Ball to reach it.

Roll under the statue until you drop into the room below, right next to the Save Station, then proceed left.



SAVE STATIONS

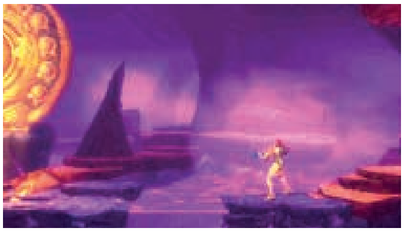


To save your progress before you turn off the game, use one of the plentiful Save Stations scattered throughout SR388. In addition to Save Stations, the game provides a checkpoint every time you pick up a new suit upgrade, transition between areas, and before and after you encounter a boss, but nowhere else. This means that if you've collected a bunch of upgrades but haven't saved or encountered a boss in a while and you perish, you're sent back to your previous checkpoint and lose all upgrades and progress you'd gained afterward. Save Stations help bridge the gap between checkpoints, so make use of them whenever you notice you haven't faced a boss in some time. You'll be glad you did.

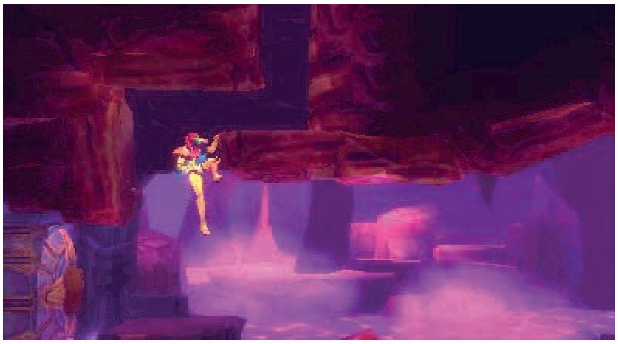
8 Upon entering the next room, you see a giant gold medallion with a Metroid carved into its center, and the figure of a Chozo priest jutting out below it. This looks important, but interacting with the ancient device yields nothing of worth at the moment.



Take care not to touch the purple liquid surrounding the Chozo artifact, lest you get burned. Jump over it carefully and head to the left side of the room.

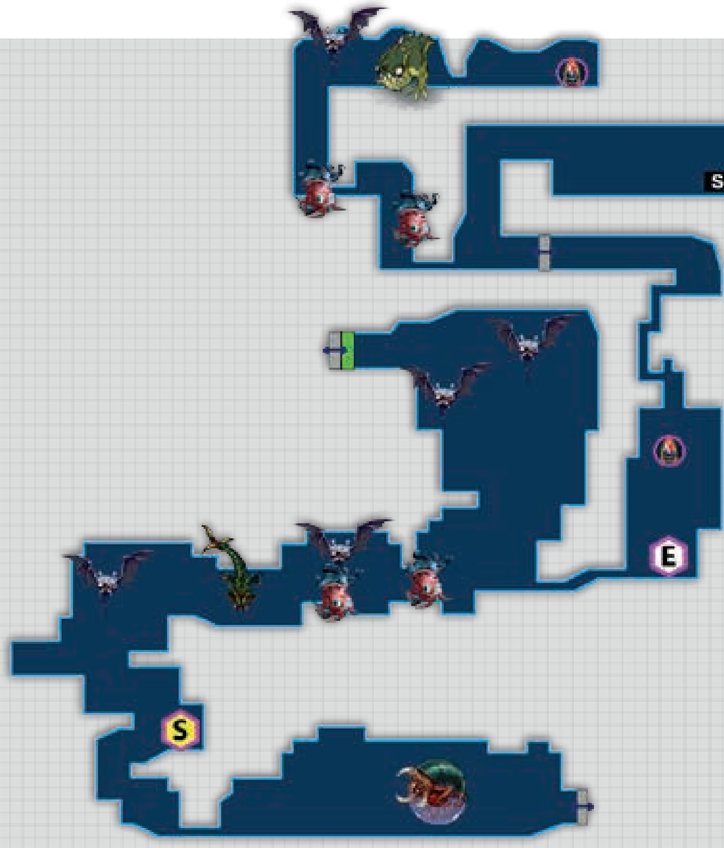


On the far-left side of the room, you encounter a door that doesn't open no matter how much you shoot it. Jump up to the ledge directly above and follow the path into the next room.



Run until you reach a fork, then continue along the upper path.






9 Once on the upper path, take a few steps forward to encounter a massive structure that looks like the gaping maw of a Chozo beast. At the dead center of the maw is an energy orb. Roll up into the Morph Ball and enter the Chozo monster's mouth to collect the orb.



The orb unlocks your first Aeion Ability, **Scan Pulse**. Use Scan Pulse to reveal Blocks near you, which, in this case, are the Blocks in the upper-left corner of the room. Shoot them and jump through the passage.



AEION ABILITY: SCAN PULSE



This is one of the most useful upgrades in the game. It not only temporarily reveals destructible Blocks, but it fills out a large portion of your map whenever you use it and shows the locations of item upgrades. A circle inhabiting a square on the map indicates an item upgrade is in that section. Also, using Scan Pulse doesn't cost a lot of Aeion Energy.



Look at the top of your bottom screen to see a newly established yellow bar. This is your Aeion Energy, which depletes every time you use an Aeion Ability. There are a few ways you can refill this bar, the most common of which is by defeating enemies and collecting the yellow orbs they leave behind. You can also return to these monstrous Chozo heads (called Aeion Ability Artifacts) or to Chozo Statues to find orbs of pure Aeion that refill your entire bar on contact. In addition, look for Aeion Orbs in fixed locations around the map, same as you would a Recharge Station. Keep your eyes open!

One caveat regarding the Scan Pulse: it doesn't reveal the locations of Blocks that break on touch, so you're still in the dark regarding those. Our advice still stands: if you see a long, narrow stretch of platform, jump as far across it as you can to avoid falling through hidden Pit Blocks.

Step onto the platform ahead to fall through to the area below. Head through the door on the right to progress.



MISSILE TANK M-2



Instead of going through the door on the right, you can destroy the Blocks at the bottom of the column on the left and roll under it.





Jump up to the platform above and roll under another column to a long, tall corridor. Time to put your wall-jumping abilities to the test and bounce your way up!



As a refresher, to wall-jump, jump toward the wall from a far enough distance to spin in the air. Once you touch the wall, immediately move the Circle Pad in the opposite direction and press Jump at the same time. Repeat until you've scaled whatever corridor you're exploring.

Head to the right side of this upper area to find Missile Tank M-2.

As soon as you enter this next room, you're immediately reminded of your mission. A Hornoad that's hopping around becomes Metroid food. Your Power Suit begins beeping during this attack, and the Metroid symbol on the bottom center of the bottom screen flashes yellow. This feature of your suit is a Metroid Radar, so remember that beeping during your mission.



AMIIBO SUPPORT

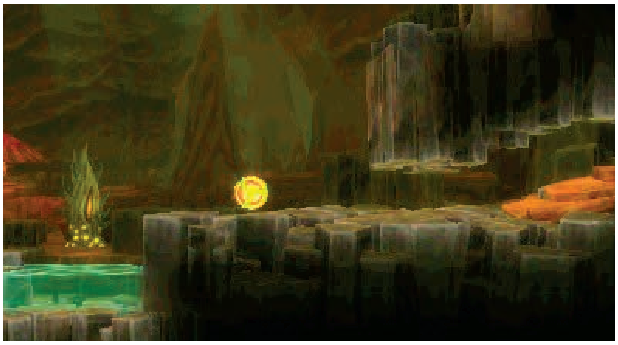
At this point, you have the ability to use Metroid-themed amiibo, should you possess any, to unlock Reserve Tanks and extra options for the Gallery. Flip to the **Extras** chapter of this book to learn more about them.

Go right and drop down the shaft in Morph Ball form. If you're angling for another Missile Tank, stop on the center of the platform where the path forks, then read the tip for M-3. Otherwise, drop to the bottom of the room next to the Energy Recharge Station and head left under the column.

MISSILE TANK M-3



Where the path forks, choose the left path, then crouch and face the right. Fire a missile at the wall to destroy the Block and reveal Missile Tank M-3.



As soon as you cross under the column, head to the left. You can go up, but there's nothing there for you.

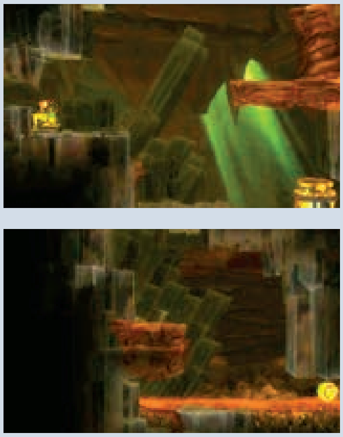
GRYNCORES?!



If you do venture to the upper part of the room, you find a door-gobbling organism known as a Gryncore. These and a small handful of other door-mounted creatures are scattered throughout SR388. Each of these door beasts has a weakness to a particular weapon and nothing else. To get through these doors, you need a lot more weaponry than you have currently.

Continue to the drop-off at the left side of the room. Drop to the bottom and destroy the Block on the right-hand corner with a missile. The Metroid Radar has been going crazy up to this point, so expect an encounter just beyond this passage.

MISSILE TANK M-4



In the center point of the drop-off on the left side of the room is a destructible Block. Shoot it with the Power Beam and head through. Drop down to the bottom of this Moheek-filled room, then destroy the Block in the bottom-right corner with another Power Beam shot. Roll through with the Morph Ball to grab Missile Tank M-4.



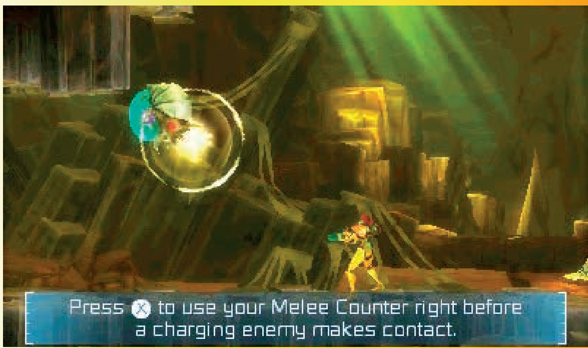
10 As soon as you enter the room, you're faced with a Metroid. It isn't long before the situation ramps up. The Metroid turns gray and a new form bursts out. Metroids of the variety you're familiar with represent a larval state. Here on SR388, the Metroids are free to grow to maturity uninterrupted. At least, that was the case until Samus showed up.



ALPHA METROID

1/40

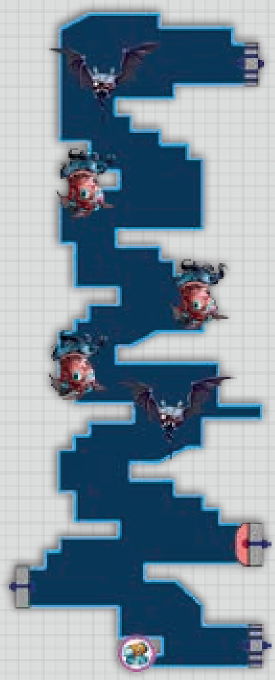
Even though its form and function are different, this Metroid is just as indestructible as its larval form. Power Beam shots don't work, leaving missiles as your sole means of attack. Thankfully, this little grub is newly hatched, so it doesn't have much in the way of health or attacks. It simply swoops down at you repeatedly, which is counterable.



Counter the Metroid while it performs this swooping tackle, then unload a volley of missiles on it. If you miss the counter, you take a fair bit of damage, so if you don't feel confident, jump over the parasite instead of whiffing the counter. A single counter and missile volley should finish this fight, but don't expect the next fights to be nearly so easy.

11 With the Metroid defeated, the Chozo artifact back near the planet's Surface begins flashing on your map. Make your way back there (it's marked as **8** on the map in this book).

Exit the room to the right and continue until you reach a deactivated door. Head to the platform above it and shoot the red dome blocking the upper door with a missile, then enter.





ENERGY TANK E-1



Drop down to the deactivated door to find an Energy Tank. Turn into a Morph Ball and roll on over to increase your health by another 99 points.

Inside this next room is another new toy for you to play with: the **Charge Beam**. You don't get much use out of it as a weapon, but its utility becomes increasingly handy the farther you venture in the game.



For starters, the Charge Beam opens those deactivated doors. Hold down the Fire button until an orb quickly forms and fades at the tip of your Power Beam, then release to charge the door. It functions like a standard door from here on out.



Exit the room and head up the corridor until you reach the top. You encounter another Charge Door. Shoot it with a Charge Beam shot and go on through. Keep heading to the right until you reach the Chozo artifact. You encounter another Charge Door on the way.

MISSILE TANK M-5



Halfway up the corridor, just outside where you found the Charge Beam, is another Block concealing a Missile Tank.

Shoot the Block with the Power Beam and roll through as the Morph Ball to find and claim the tank.



Once you're back at the Chozo artifact, stand on its center. The DNA strand you picked up from the Metroid is deposited into the device, and the purple liquid lowers, granting you access to parts unknown.



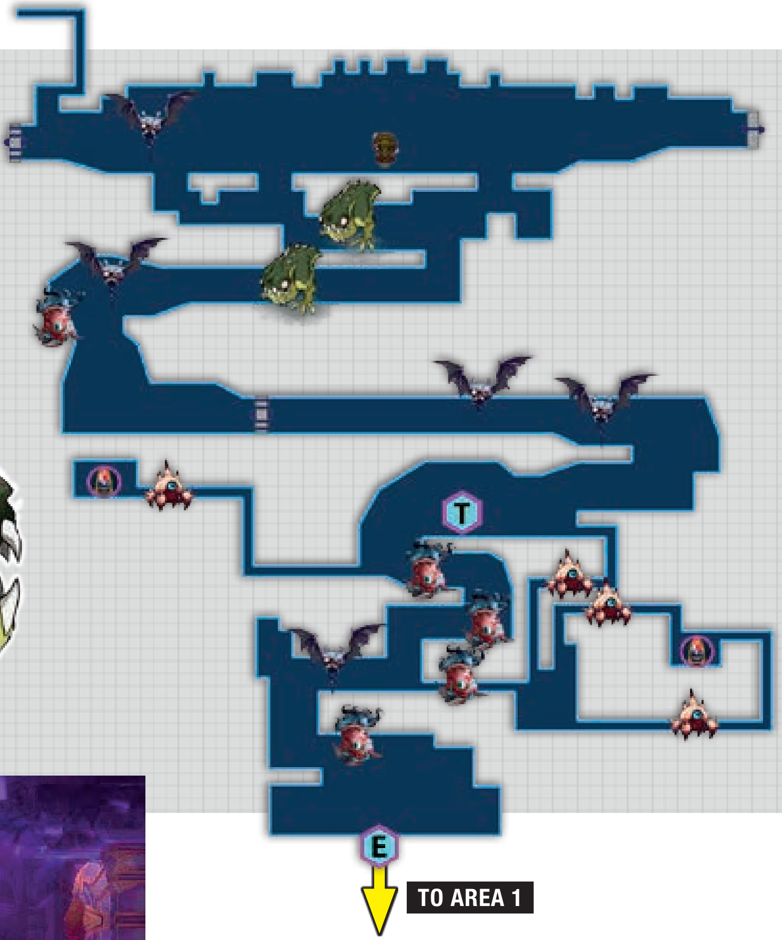
CHOZO SEALS

The Chozo artifacts, called Chozo Seals, were created by the Chozo to lock Metroids into the deepest levels of the planet. The purple liquid keeps the Metroids at bay. Every individual area on SR388 contains at least one Chozo Seal, and as a security measure, they all require Metroid DNA to activate them. To keep Metroids from reproducing endlessly, one must destroy them in an area before being able to progress to another area, potentially freeing even more Metroids.

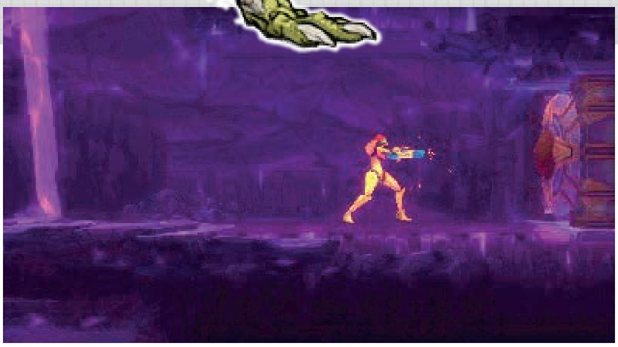
Whenever you use a Chozo Seal, your health, Aeion, and ammunition are all refilled. Each seal has its own set amount of required Metroid DNA, so don't expect a linear path of increasing numbers.

Chozo Seals will be your guide throughout this mission. Every area begins and ends with one, so get used to seeing them and filling them with Metroid DNA.

12 If you use your Scan Pulse in the area below the purple liquid, three separate item locations appear on your minimap. None of these are obtainable now, so disregard them for the time being and head southwest until you reach a Charge Door.







Charge it, go through, and follow the path until you reach a mysterious Chozo device.



Drop under the Chozo Seal. Then, when the path forks, take a left.



Head left until you're on the platform below the peculiar ice crystals, then jump and fire downward to destroy the floor below you. You're now at the bottom of the first area of SR388, where another strange Chozo device sits lit and shrouded in mystery.

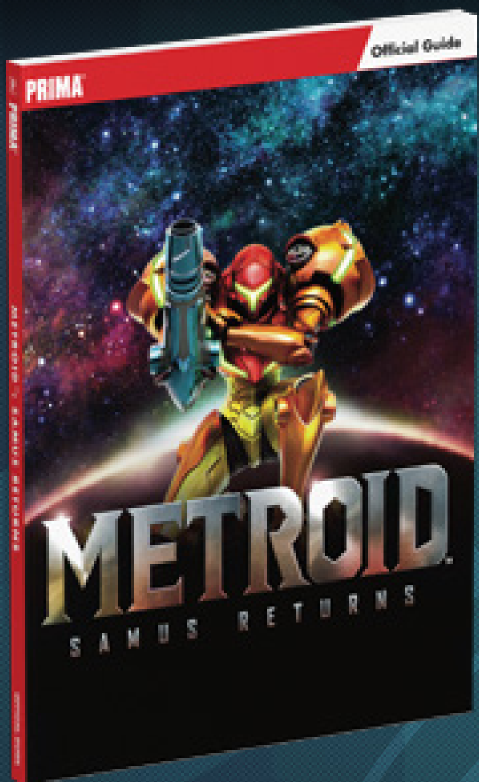


It's an elevator that transfers you to a new area. Stand on its center to activate it and venture deeper into the planet.

METROID

SAMUS RETURNS

OFFICIAL GUIDE



COMPLETE WALKTHROUGH

Traverse the Metroid-infested planet SR388 using the most effective strategies, with tips and tricks straight from Metroid experts!

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